

Suttanop Chanah

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Summary

Computer Engineering student passionate about developing reliable and secure systems. Experienced in backend development using Node.js, Express, and PostgreSQL/MongoDB, with hands-on experience deploying Dockerized applications. Interested in applying DevSecOps and cybersecurity principles to enhance software reliability through secure coding and CI/CD integration. Seeking an internship to apply skills, gain real-world experience, and contribute to meaningful tech projects.

Education

Bachelor of Engineering in Computer Engineering
Faculty of Engineering, Chulalongkorn University | GPA: 3.36

Relevant Coursework: Software Engineering, Database Management, Computer Networks, Operating Systems

Core Team of Google Developer Group on Campus: Technical Team

Experience

Software Developer – Information System Development, Chulalongkorn University (ISD), SGCU

July 2025 – development team

- Designed backend systems, database schema, and initial project structure for scalable applications.
- Implemented authentication and logging modules serving 4,000+ users.

Backend Developer – Freshman Engagement Platforms (CU-first date, Rub Puen Kao Mai 2025)

- Designed APIs for staff registration and validation processes.
- Built backend features to streamline onboarding and enhance user experience.
- Improved reliability of freshman activity management systems through optimized APIs and data structures.

Projects

ThamRoi – Full-Stack Travel Companion Platform 2025

- Served as Team Lead & Scrum Master, coordinating development sprints and reviews.
- Managed CI/CD pipeline for automated testing and deployment using GitHub Actions.
- Contributed to the design and implementation of core modules according to the Functional Requirements to develop a travel companion matching platform that enables users to find and connect with travel partners based on shared interests and travel preferences.

Columbus Project: New Heaven – Turn-Based Strategy Game 2024

- Developed a turn-based strategy game applying OOP principles.
- Implemented hexagonal map system, combat mechanics, and resource management.
- Applied Factory & Singleton Design Patterns to modularize game logic.

Leadership & Activities

- **Assistant speaker** for “AI for Education” workshops – provided supporting lectures and facilitated hands-on Q&A sessions.
- **MC & Head of Activities**, CU Freshman & Lan Gear Camps – Led group engagement and activity design.
- **Core Team**, “Baan Rub Puen” – Coordinated large-scale student onboarding events.
- **MC**, Computer Engineering Relations Event “Com SAMPAN” – Hosted inter-university gathering of 5 universities.